

MCCC NEWS

\$1.00

Mid-Cities Commodore Club, Inc.

April 85

Vol. 3

Issue 4

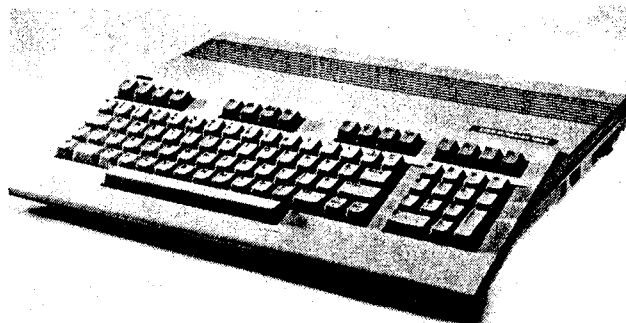
PRESIDENT'S COLUMN

BILL RAECKE

Anyone who has had Commodore equipment for any length of time has found themselves frustrated at one time or another with the lack of customer support offered by Commodore. We have also found ourselves frustrated by the lack of exciting new equipment. Well, it's hard to believe, but that seems to be changing.

First, Commodore has announced that they are forming a network of 1500 service centers throughout the country. Rumours have it that these will be established using Sears stores and RCA service centers. No longer will we have to wait three weeks for a new piece of equipment when we have problems. On the minus side, I have heard that they are also discontinuing the exchange/replace policy through their main office, so before you send your equipment back, call them first.

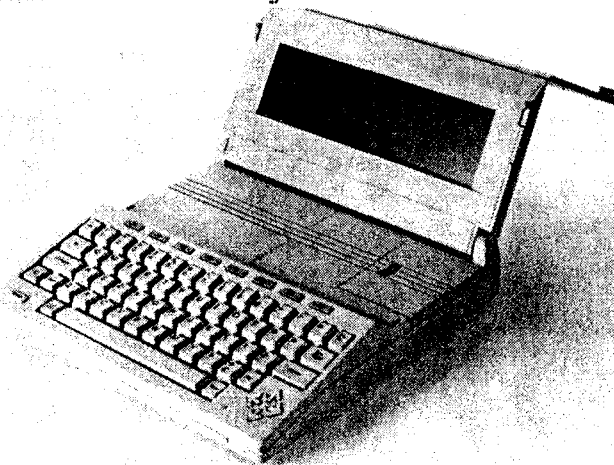
Commodore has also established a user group support system. The main thrust of their effort thus far is a newsletter which includes nothing more than advertising for Commodore

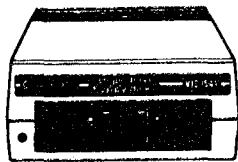


equipment and a questionnaire to be returned to Commodore. But maybe it will improve. In the meantime, perhaps a little customer input in the form of that questionnaire will help Commodore to know just what we really want in future products and will prevent disasters like the C16 and the Plus/4.

As for new equipment, we are all anxiously awaiting the arrival in the stores of the C128. Finally, a new Commodore product that we can look forward to. I was beginning to think that they had used up all their creative powers with the C64. Imagine - a machine that will run all existing C64 software and which will also offer the 128K mode with 123K Basic space available and a CP/M mode. The C128 is sitting in local warehouses right now, with a price tag of ~~\$249~~ waiting for the word from Commodore to release it. And along with the C128 they have also announced a new LCD lap computer, a 1902 RGB monitor, a 1571 double sided fast disk drive, a 1572 dual disk drive, and a new 300/1200 BAUD modem.

Only time will tell if the new equipment and attitude lives up to our expectations, but right now it seems like Christmas.





SOF-TEX

Disk Drive Service

Service Calls
AvailableROGER HOGGARD
(817) 281-2608

The MCCC NEWS is the official publication of the Mid-Cities Commodore Club (Dallas/Ft. Worth, TX). Editorial contributions are welcome from anyone anywhere in the world of Commodore. We welcome readers' comments, especially regarding any significant errors or omissions, and we will attempt to publish any corrections in later issues.

Material printed in the MCCC NEWS is not copyrighted and may be reprinted or copied by other user groups or individuals who find it helpful. We only ask that you give credit to the author and mention the MCCC NEWS as the source.

The MCCC NEWS accepts advertising from both members of the club and from commercial establishments. This is an opportunity to reach over 500 members of Commodore computers.

Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows: \$60.00 per full page ad; \$30.00 per half page ad; \$20.00 per quarter page ad; and \$10.00 per business card. Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS will be the first day of each month. PAYMENT MUST ACCOMPANY AD COPY. Make all checks payable to 'Mid-Cities Commodore Club' and mail the ad copy along with your check to: Michael Cramer, 1353 Kathryn Court, Hurst, TX 76053.

APRIL

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				



Apr. 20 MCCC QUARTERLY MEETING
Hurst Recreation Center
700 Mary Drive
1:30 PM

MEETINGS

Apr. 6 Board of Directors Mtg. 10 AM
Hurst Public Library

Apr. 13 Arlington Chapter 10:30 AM
FAA Air Traffic Control Ctr.
Hwy. 360 & FAA Drive

Grand Prairie Chapter 1:30 PM
Grand Prairie Public Library

Apr. 22 Ft. Worth Night Chapter 7 PM
St. Elizabeth Episcopal Church
5910 Black Oak
River Oaks Addition

Apr. 23 Grand Prairie Chapter 6 PM
Grand Prairie Public Library

April 20th is the
Newsletter Deadline
for the May Issue.



COMING UP

UP



LOVE AT FIRST BYTE

BY LARRY GROEBE

There's an old story about three blind men and an elephant. None of these wise old gentlemen had never seen an elephant before, and so they travelled to a village to visit one. When they returned they were asked to describe what kind of creature they had encountered.

The first man had been shown the elephant's tail. He thought that an elephant was like a length of rope. The second blind man had felt the elephant's leg. He claimed the beast was more like a sturdy tree trunk. And the third man had touched only the elephant's ear, and adamantly proclaimed that the first two gentlemen were wrong, and an elephant was REALLY more like a large prehistoric bird.

I was reminded of this story the other day when someone having heard I was supposed to be an expert of sorts regarding Commodore computers asked my opinion of some the local dial-up bulletin boards.

I was stumped. I never ever call bulletin boards. My modem is used exclusively to call Startext and Compuserve, and I've rarely had any real interest in pursuing any other on-line opportunities.

And that got me to thinking: the C64 is like an elephant, and we are all blind men. My Commodore is like a typewriter when I use it for word processing. It becomes like an orchestra when I play music on it. On the other hand, to some close friends who don't write, the computer is an artist's palette. To some others who don't paint, it's a link to the news of the world. Widely different things to different people.

What other item in your house can be that way? Your computer can be like a file cabinet, a murder mystery story, an accountant, a ride at Six Flags, a tolerant teacher, and a starry sky on a clear night. A nearly universal machine.

The problem comes when we users act like those three blind men, refusing to accept other possibilities just because they may be outside our first-hand experience. Many people I

see scorn certain applications for their Commodore, and it's usually because they themselves just aren't interested in them. Nuts. There's ultimately no such thing as a trivial or unimportant computer application. If you are using your 64 or PET or VIC for just one or two tasks, then you sure are missing out on something.

Try something new with your machine. Pay attention to what someone else does with theirs. Expand your knowledge of what that computer can do. And keep an open mind. You'll be amazed.

As for myself, I'm going to do the same...and I'm going to start by calling up some local bulletin boards.



CAN I FIND THAT IMPORTANT 'COMPUTE GAZETTE' ARTICLE!!

Have you ever been at your computer and couldn't remember that important trick you read about last summer? But which issue? It might take a hour to leaf through all those magazines! Or what about that wordprocessor comparison chart, or interesting Gazette article? Out of frustration I compiled a useful Index of selected Gazette articles from July 1983 through March 1985 (Excluding the Aug. & Sept. '83 issues). There are three (3) versions sorted as follows:

- (1) Sorted by ISSUE DATE & PAGE NO.
- (2) Sorted by TITLE & CATEGORY
- (3) Sorted by CATEGORY & TITLE

Each list includes ISSUE DATE; PAGE; TITLE; CATEGORY; SUBJECT DESCRIPTION; WHETHER the ARTICLE INCLUDES a PROGRAM, and REVISION DATE (ie. Bug-Swatter Update). Categories include: Bas, Dbas, Disk, Educ, Game, Graf, Home, Misc, ML, Mod, Util, WP, etc. There are 417 articles in the Full Index and 342 articles in the 1983-84 Index (averaging about 21 articles per issue). The lists were designed for the C-64, but most articles also apply to the VIC-20.

Copies of these lists can be ordered as follows:

	TOTAL LISTS	83-84 LISTS
DATE/PAGE LIST:	\$2.95	\$2.50
TITLE LIST:	\$2.95	\$2.50
CATEGORY LIST:	\$2.95	\$2.50
ALL 3 LISTS:	\$7.95	\$6.95

(The price includes postage & my handling time.)
Mail Order with List Preference & Return Address, to:

*
* Gene Lipnicky *
* 3415 Ranchero *
* Irving, Tx 75062 *
*
* Ph: 214-255-0847 *

DATE/PAGE EXAMPLE:

DATE--MAG PG.	TITLE of ARTICLE	SUBJECT MATTER	CAT.	PGR	REVISIONS
83-07-GAZ 010	Gazette Feedback	Tape Auto RUN/C64 Mem.	Misc	No	
83-07-GAZ 014	Compute's Gazette Auth	Author Guide/Submit Ar	Misc	No	

TITLE/CATEGORY EXAMPLE:

TITLE of ARTICLE	CAT.	SUBJECT MATTER	DATE--MAG PG.	PGR	REVISIONS
Address File	Dbas	Data base: Addresses	85-02-GAZ 060	Yes	85-04-092
Alphabug	Educ	Alphabet Game (3-6 Yrs)	83-07-GAZ 066	Yes	

CATEGORY/TITLE EXAMPLE:

CAT.	TITLE of ARTICLE	SUBJECT MATTER	PGR	DATE--MAG PG.	REVISIONS
Bas	Using Joysticks On/64	PEEK/POKE/Joystick/Bas	Yes	83-07-GAZ 090	
Dbas	Address File	Data base: Addresses	Yes	85-02-GAZ 060	85-04-092

C64 HINTS & HELPS

COMPILED BY BILL RAECKE

GENERAL INFORMATION

POKE 646,x

This location controls the color of the printed characters. It works as does the poke 53290 and poke 53291 commands do in controlling border and screen color respectively. Its value can be 0 to 15 representing the 16 odore colors. text colors may also be controlled using print statements but this location can be useful to determine the current text color being used.

SYS 64738

This command causes the computer to reset all pointers to their normal start-up values. (cold start).

POKE 51,L: POKE 52,H: POKE 55,L: POKE 56,H: CLR

This series of commands sets the top of basic memory. L represents the low byte and H represents the high byte of thememory address.

POKE 43,L: POKE 44,H: POKE xxxxx,0: CLR

This series of commands sets the bottom of basic memory. L represents the low byte and H represents the high byte of the memory address. When establishing a new starting location for basic, a zero must be poked to the location immediately preceeding the new start point.

POKE 53270,x

A series of pokes to this location will cause the screen to move from side to side. To return screen to normal, POKE 53270,200.

PEEK (56320): PEEK (56321)

These locations store the values of joystick 2 and 1 respectively.

POKE 53265,PEEK(53265) and 239

This command will blank the screen and make it appear to be the same color as the border. The screen may still be written to, but it will not be visible. normal computer operations are speeded up. POKE 53265,PEEK(53265)or16 to reset screen.

OPEN x,8,x,"0:file name,s,a"

The "a" in the above command stands for "append". "Append" is available in addition to the "read" and "write" explained in the 1541 manual. This command allows data to be added to the end of an existing sequential file from within a normal basic program. The 1541 dos will automatically locate the end of the file when this command is used and the normal print#x will then cause additional data to be added at that point.

KEYBOARD INFORMATION

PRINT CHR\$(14)

This statement will switch to the lower case character set.

PRINT CHR\$(142)

This statement will switch to the upper case character set.

PRINT CHR\$(8)

This statement will disable the Commodore/shift key combination thus preventing the selected character set from being changed via the keyboard.

PRINT CHR\$(9)

This statement will enable the Commodore/shift key combination.

POKE 198,x

This location indicates the number of characters located in the keyboard buffer. The value can be from 0 to 10. To clear the keyboard buffer, poke a zero to this location.

POKE 631,xx to 640,xx

This is the keyboard buffer. The ASCII value of any key may be poked to these locations to simulate a keyboard entry. Note: The number of keys being simulated must also be poked to location 198 (see above).

POKE 788,52: POKE 808,239

These pokes will disable the stop key.

POKE 788,49: POKE 808,237

These pokes will enable the stop key.

POKE 793,203

This poke will disable the restore key.

POKE 56325,x

This memory location controls the speed of the cursor. Lower numbers result in a faster cursor. The normal value is 58.

POKE 650,x

This memory location controls the key repeat function. Poke a 128 to cause all keys to repeat. Poke a 64 to disable all repeating keys. Poke a 0 to reset the repeating keys to their normal values (space bar and cursor keys repeat).

POKE 649,x

This memory location controls the size of the keyboard buffer. Its value may be in the range 0 to 10. Poke a zero to disable the keyboard. Poke any other number to specify the number of keyboard strokes which may be stored in the buffer. The normal value for this location is 10. Never poke a number greater than 10 to this location.

PEEK (653)

This location is used to detect if

the SHIFT, CTRL, or Commodore key is pressed. The SHIFT key will set the value to 1, the Commodore key will set the value to 2, and the CTRL key will set the value to 4.

POKE 781,x: POKE 782,y: POKE 783,PEEK (783)AND 254: SYS 65520

These commands will position the cursor at a specified location on the screen. Values of 0 and 0 for x and y axes respectively will position the cursor in the upper left hand corner of the screen.

POKE 783,PEEK(783)OR1: SYS65520: R=PEEK(781): C=PEEK(782)

These commands will find the current position of the cursor on the screen. "R" will contain the row and "C" will contain the column.

DISK DRIVE INFORMATIONLOAD ":",8

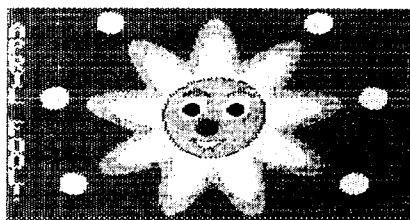
This directory command will return the disk name and blocks free without listing all the files.

LOAD "*:x",8

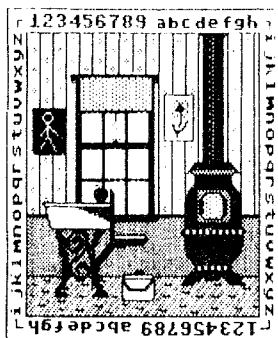
This directory command will return only the specified file tpe. The x may be replaced by a "P" for Program Files, an "S" for Sequential Files, an "R" for Relative Files or a "U" for User Files.

OPEN 15,8,15,"M-W":
CHR\$(106)CHR\$(0)CHR\$(1)CHR\$(133):
CLOSE15

This short program will stop drive chatter on errored disks. It works for most software.



*T.S.
Creasy
Comal 2.0
Screen Dump*



TERRY CREASY'S ROOM

```
example:
  IF A<>27 THEN PRINT "WRONG!:"
GOTO100
becomes
  IF ANSWER<>27 THEN
    PRINT "WRONG!"
  GOTO NEXT'QUESTION
ENDIF
```

5. Save the edited file as a NAME.SPD file. RUN the CONVERT64 program and select option 1, SPEEDSCRIPT to Commodore ASCII. Give the file a .L designation. At this point you must use the program in LISTING 1. This COMAL program will renumber the program lines and create a new file with a .LST designation. To type in the program, RUN the COMAL disk and then type in everything as shown. Because of the two column format of this newsletter, the program lines are broken in strange places; therefore, the square bracket, [, stands for a carriage return. Keep typing a line until you come to this symbol. Good luck. Actually, a disk with these files has been placed in the club library, so don't type in these examples.

6. Now you will find out how much COMAL you know! RUN the COMAL language disk and use the ENTER command to bring the .LST file in as a program. The COMAL editor will give you an error message whenever a line contains an error-most or all will! If you can, correct the error and press return. The editor will resume loading the rest of the program into memory. Whenever you have an error you do not understand, just make the line a comment by inserting // after the line numbers. After the program is completely in memory, save it as a PRG file: SAVE NAME.COM.

7. The only task left is to RUN the program several hundred times, all the while correcting errors, changing variable names, merging procedures (like `str$` and `set$time`), and pausing to consider why you didn't write this thing in COMAL to begin with! The hyper-trivial example of this technique shown in LISTINGS 2 through 4 illustrates the changes made to the disk drive test routine that comes with every 1541. LISTING 2 is the original BASIC program which was edited into a COMAL form shown in LISTING 3. The final version, LISTING 4, doesn't quite work yet. The statements in lines 170, 350, 430, and 440 will only work if the procedures they require for support are added to the program. So, although it cannot measure the rate at which the drive formats a disk, this program will format diskettes. (Wow). So, is the COMAL version of this, or any other, BASIC program better than the BASIC version? Probably not. The major benefit is probably

greater readability from the long variable names and indented structures. Shoehorning a program into a different language is not necessarily a good practice. It is better to understand the algorithm and implement it well in whatever language you are using.

LISTING 1: BASIC to COMAL FILE
RENUMBER

```

new[
auto[
//SEQ FILE RENUMBER[
//T.S. Creasy[
// save"@0:seq file num.com[
dim name'input$ of 16[
dim name'output$ of 16[
dim text$ of 80[
//[
print chr$(147) // 2.00 use
page[
input"What is the file name?"[
name'input$[
if len(name'input$)> 13 then[
name'output$:=
name'input$$(1:12)+"_1.st"[
else[
name'output$:= name'input$+
"_1.st"[
endif[
//[
open file 2, name'input$, read[
open file 3, name'output$,
write[
//[
line'number:=10[
repeat //read entire file[
input file 2: text$[
// print text$ //debug[
position:=0[
repeat //find end of numbers[
position:=+1[
until
ord(text$(position))<=47 OR
ord(text$(position))>=58[
// print position; ord
(text$(position):
LEN(text$))//debug[
// print str$(line'number)+
text$(position):
text(text$)//debug[
print file 3:
str$(line'number)+
text$(position:len(text$))][
line'number:=+1[
until eof(2)[
//[
close file 2[
close file 3[
//U[

```

```

-LISTING 2: BASIC Program-
1000 : rem      performance test
2.0
1010 :
1020 rem      vic-20 and commodore
64
1030 rem      single floppy disk
drive
1040 :
1050 open 1,8,15:open15,8,15
1060 lt=35
1070 lt$=str$(lt)
1080 nt=30
1090
print"SqFFFFFFFFFFFFFFFFFFFFFFFFF
1100 print"      performance test
1110
print"00000000000000000000000000
1120 print

```

COMAL UPDATE:
WORDPROCESSING AND COMAL,
Part 2.
T.S. Creasy

Last December I started an article disussing a technique for converting a BASIC program to COMAL using the SPEEDSCRIPT and CONVERT64 programs from COMPUTE! magazine. Let's review the steps so far:

1. Create a sequential file version of the BASIC program.

```
LOAD name,8
OPEN 8,8,8, 0:name.blt,s,w:
```

CMD8: LIST
PRINT#8:CLOSE8

2. RUN the CONVERT64 program;
enter the original file name
(NAME.BLT) and destination file
name (NAME.SPD). Select option
3- Commodore ASCII to
SPEEDSCRIPT.

3. When the conversion is finished, LOAD and RUN SPEEDSCRIPT. Load the NAME.SPD file for editing.

4. Several things must be changed for compatibility with COMAL; I can never remember or find all of them. The COMAL editor will find them for you. The more you fix before going to COMAL makes the process much easier. Before typing anything, it is best to switch on the wordprocessor's insert mode, CTRL I, then make these changes.

Put statements on separate lines:

```
print "hi":goto 100
becomes
print "hi"
goto 100
```

Separate words in statements:
PRINTHELLOCHR\$(13)
becomes

```
PRINT "HELLO"+CHRS(13)
```

Change:
; to : in input statements.
to FILE ~ PRINT# and INPUT#
become PRINT FILE and INPUT
FILE.

Create a string DIMENSION area near the start of the program. FIND all \$'s and dimension each string variable: DIM text\$ of <length>

Remember, GOTO's must call names, not line numbers. Also, GOSUB is not allowed. You must change subroutines into PROCEDURES.

Finally, you must complete the structures of COMAL. For

```

1130 print"    insert scratch
1140 print
1150 print"          diskette in
drive
1160 print
1170 print"q    press rreturnR
1180 print
1190 print"          when
readyq
1200 for i=0 to 50: get a$:next
1210 get a$:if a$<>chr$(13)
then 1210
1220 :
1230 :
1240 ti$=0000000
1250 tt=18
1260 print#1,"n0:test disk,00
1270 c1$=    disk new command
+chr$(13)
1280 c2$=q    wait    about    80
seconds
1290 cc$=c1$+c2$:gosub 1840
1300 if ti<nt then 1370
1310 print"qsystem is
1320 print"q          not
responding
1330 print"    correctly    to
commands
1340 gosub 1880
1350 :
1360 :

```

```

-Listing 3: First EDIT of
BASIC to COMAL-
//disk performance test in
COMAL
//
1000 rem performance test 2.0
1010 //
1020 rem vic-20 and commodore
64
1030 rem single floppy disk
drive
1040 //
dim lim'track$ of 2
dim character$ of 1
dim command$ of 40
dim command2$ of 40
dim combined'command$ of 80
dim error'message$ of 40
dim time'$ of 40
dim system'time$ of 40
dim text$ of 40
//
1050 //open 1,8,15 just use
status
//open 15,8,15
1060 limit'track:= 35
1070 lim'track$:=
str$(limit'track)
1080 new'time:= 30
1090
print"FFFFFFFFFFFFFFFFFFFFFFF"
1100 print" performance test"
1110
print"000000000000000000000000"
1120 print
1130 print" insert scratch"
1140 print
1150 print" diskette in
drive"
1160 print
1170 print" press return"
1180 print
1190 print" when
ready"
repeat
character$:= key$
until character$= chr$(13)
1220 //:
1230 //:
1240 system'time$ := "000000"

```

```

-!LISTING      4:      Final      COMAL
Version-
0010 //disk performance test in
COMAL
0020 //
0030 //      performance test      2.0
0040 //
0050 //      vic-20 and commodore
64
0060 //      single floppy disk
drive
0070 //
0080 dim lim'track$ of 2
0090 dim character$ of 1
0100 dim command$ of 40
0110 dim command2$ of 40
0120 dim combined'command$ of
80
0130 dim error'message$ of 40
0140 dim text$ of 40
0150 //
0160 limit'track:=35
0170
//lim'track$:=str$(limit'track)
0180 new'time:=30 //seconds
0190      print
"FFFFFFFFFFFFFFFFFFFFFFFFFFFF"
0200 print "      performance test"
0210      print
"00000000000000000000000000"
0220 print
0230 print "      insert scratch"
0240 print
0250 print "      diskette in
drive"
0260 print
0270 print "      press return"
0280 print
0290 print "      when ready"
0300 repeat
0310      character$:=key$
0320 until character$=chr$(13)
0330 //
0340 //
0350 //set'time(0,0,0)
0360 test'track:=18
0370      command$:= "disk      new
command      +chr$(13)"
0380 command2$:= "wait about 80
seconds"
0390      combined'command$:=
command$+ command2$
0400 print combined'command$
0410 pass n0:test disk,00
0420 error'report
0430 // time$:=get'time
0440 //      if time$<new'time then
goto pass'test
0450 print "system is"
0460 print "not responding"
0470 print "correctly      to
commands"
0480 print "unit is failing"
0490 print "performance test"
0500 end
0510 //
0520 //
0530 pass'test:
0540 print "drive pass"
0550 print "mechanical test"
0560 end
0570 //
0580 //
0590 proc check'for'continue
0600      print "continue (y/n)?";
0610      repeat
0620          character$:=key$
0630          until
character$<>chr$(0)
0640      if character$= "n" then
end
0590 endproc check'for'continue

```

```
//return
0660 //
0670 //
0680 proc error'report
0690     text$:=status$
0700     if "ok" in text$ then
0710         null
0720     else
0730         print      "unit      is
failing"
0740         print      "performance
test"
0750         time'::=get'time
0760         check'for'continue
0770     endif
0780 endproc      error'report
//return
```

MCCC NEWS

MEMBER ADS

Needed!! Print using wedge for the C64.

Features Required:

- 1.Alignment of decimal points.
- 2.Printing of \$ signs.
- 3.Rounding to desired number of places.
- 4.Exact horizontal placement of info.
- 5.Placement of Alpha-numeric data in print line.
- 6.Commas in longer numbers.

Prefer translation of:

"Amper Print-use" program for Apple.
Copy available.

Contact: Leonard Parker
292-1090 or 777-2997

FT. WORTH NEWS

RANDY JELLISON

Many thanks to our members who put on the demonstration at our last meeting of public domain software from our library. This library has quite a bit of free software and the club welcomes any member to copy whatever they may want or need.

The next meeting will be the Quarterly meeting in April at the Hurst Recreation Center.



(817) BULLETIN BOARDS

BARBARA CRAMER

In an effort to provide you with a current list of BBS phone numbers I have stumbled on several friendships with a few of the sysops in our area. With their help I have compiled the following list. If you know of one that has not been listed, please contact the editor.

CAMELOT. 244-8112
 COMPUTALK I. 589-2588
 COMPUTALK II 589-3195
 CRACKSMITH'S FORGE . . . 263-9017
 DOGGIES DEN. 277-8983
 EMERGENCY ROOM 232-4688
 GOODNEWS 483-1264
 MIDNIGHT EXPRESS 795-3709
 PELE'S PLACE 860-1989
 PRO BBS. 261-1925
 STORE ROOM 232-4435
 TRACK II 244-4151
 TEXAS CONNECTION 540-1835
 USER & PORT. 293-6331

VOYAGER III. 282-5412
 WIZARDS KEEP 465-1233
 SOFTSERVE. 595-2620
 BOOT HILL. 478-4464
 THE DOCTOR'S OFFICE. . . 265-8692
 TAKE IT HOME 921-3781
 RAINBOW'S END. 293-9592
 METRO CBM EXCHANGE . . . 924-8187
 TELENET. 281-0727
 POOR MANS RCPM 283-9167
 PUNTER EXCHANGE. 478-7149
 TURBO 1200 927-8540
 DATA CHANNEL II. 498-0033
 RAT'S NEST 496-1077

RUNEBLADE. 737-8781
 NORAD. 465-8584
 PIRATE'S SHIP. 656-1351
 TWILIGHT ZONE II 926-8544
 TROJAN TONE. 354-9289
 ISLAND OF
 ST. CLAIRE 551-5521
 APPLE CORPS. 267-8245
 CHALKBOARD 522-2529
 COMMODORE CONNECTION . . 298-8706
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 JAS. 267-8245

ML TRAINING

HAROLD WILLIAMS

One of the features of our quarterly meeting in April will be two mini-sessions for members interested in machine language programing. These two sessions are designed for beginners.

One session will cover the use of the popular public domain machine language monitor Supermon written by Jim Butterfield. During this session all of the capabilities of Supermon will be demonstrated and explained. Supermon and instructions will be available on disk during these sessions and through the club library.

The second session of interest to beginners to machine language will be a tutorial on the binary and hexadecimal numeration systems. After defining these systems examples of converting from one system to another will be shown and discussed. Also, simple arithmetic problems will be done with these systems. Tutorials for binary and hexadecimal will be available on disk during the session and through the club library.

Knowledge of these two topics is mandatory for those members wishing to attend the Jim Butterfield Machine Language Workshop in May!

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ARLINGTON NEWS

JONATHAN RIBA

The April meeting of the Arlington chapter will be held at the FAA Air Traffic Control Center located at the north end of Highway 360 on FAA Drive. A tour of the facility will serve as the program. The meeting will be from 10:30 until 1:30 on April 13.

A permanent meeting site for the chapter meetings has not been established. Be sure to check the May newsletter for the time and location of the May meeting.

REVIEW-VIP TERM

BY ANN BARTHOLOMEW

VIP Terminal is a very complete yet extremely complex telecommunications program.

Some of its many features include: audible margin, key click, programmable function keys you can use to set up "environments", with your account number, password, name, & phone number, etc. It also has different screen widths, quarterly chimes, an alarm, & Compuserve compatible graphics. You can use either a joystick & move the "hand", or the corresponding function keys.

Although there are files on the master disk which are identical to the manual you could do no worse than to take an evening & sit down & read through the manual, as the manual refers to several applications covering use of HESModem II & Compuserve with VIP Terminal, its VT-52 emulation mode, & ASCII listings, while the program files do not.

VIP Terminal has so many features I thought there wasn't anything it couldn't do. But that was before I found its major flaw, a tiny capture buffer of only 7K. This is due to the fact that when Softlaw wrote the program they designed it with an option of 7 screen sizes. While they could have kept the screens on the master disk next to the program files, they chose instead to store all 7 screens in memory. Besides the 40 column medium characters width default screen, you can also choose from the following:

1. 40 columns wide characters
2. 40 columns narrow characters
3. 64 columns narrow characters
4. 80 columns medium characters
5. 80 columns narrow characters
6. 106 columns narrow characters

You may never need any of the other sizes, but they're stored in memory just in case.

Despite this major flaw, VIP Terminal has other nice features, such as a 16 entry phone book, where you can move the hand to the number you want dialed & push the fire button, & VIP Terminal will dial the number for you. It also has auto-answer, for those

modems equipped with the feature, so you can receive programs & files from another user. It also has an editor you can use to edit files as they come in, or those you want sent later.

Those club members who are students at NTSU & are taking COBOL can use a word processor to convert their programs into files & use VIP Terminal to send the program to the mainframe on campus with VIP Terminal as it has a prompted upload feature. But then so does Vidtex & it has a larger buffer.

With all the things VIP Terminal can do, it's such a pity that the capture buffer is so small. If the buffer were larger it would have competition from several public domain telecommunications programs such as First Term, which has autodial, autoanswer, programable function keys, word wrap, is much easier to understand how to use, has the capability to convert files from program to IMG., and best of all, a 42K capture buffer.

If you like programs with lots of bells & whistles, then you'd like VIP Terminal. As for me, I'll stick with First Term.

MORE ADVENTURES OF BIG MAC, THE MAD MAINTENANCE MAN BY MASTERTRONIC

BIG MAC is another game from MASTERTRONIC Software and it's best feature, like most of the Mastertronic software is it's low price. BIG MAC is priced under \$ 10.00 and is a moderate value for the price.

Big Mac is a Loderunner type game with ropes, ladders and such. It is very colorful and has good game play. The game revolves around BIG MAC an under cover agent on a secret mission code named Light Bulb.

In BIG MAC you must go through 18 screens switching off switches and finding the exit to move onto the next board on the final screen before they cut off your oxygen and you have only a short time to deactivate the enemy power station. Although the game is good the first screens may be to difficult for some, but once past these the game is fun with a little bit of a twist with every new board!



DONALD DUCK'S PLAYGROUND

SIERRA ON-LINE INC.

Donald Duck's playground is a game about change making for children ages 7 to 11. The game contains excellent music and graphics around the familiar DISNEY characters. The object of the game is to help Donald Duck build his nephews - Huey, Dewey, & Lewey a playground. The game teaches matching skills, logical thinking, change making, and is a fun-filled way for children to learn about money.

In the matching skills portion of the game, your child will enjoy working at four different, entertaining jobs along with Donald, earning the money needed to buy playground equipment. Whether managing the produce stand, stocking toy store shelves, or sorting cargo at McDuck Airlines, your child will be challenged to recognize and match shapes, colors, and letters.

In the logical thinking portion of the game, some of the tasks include operating the junction switches of the Amquack Railroad where players Direct the Amquack special to any of eight towns within Duck County. When directed to the specified town, the special picks up or delivers packages. Players earn money for each package delivered - the reward for quick and clear thinking.

Change making is really what the game is all about. With their earnings, players may buy equipment and construct a playground of their own design. Your child will find everything from swings to monkey bars in either the general store, the hardware store, or the junk shop. With each purchase, your child will develop a better understanding of money handling.

This program while teaching your children about money also allows them to use their own imagination, which is a trait not often found in the confines of an educational program. For this reason alone, it is a superb program for any child ages seven to eleven!

BOARD MEETING

DANA TAYLOR

The Board of Directors meeting was held March 3 at the Hurst Public Library at 10:00 AM. There were 16 members present.

The first order of business was providing each chapter an operating budget. It was decided to give each chapter a \$100.00 operating fund for the purpose of renting meeting rooms and purchasing miscellaneous supplies. Each chapter will decide how this fund will be controlled.

The subject of a club sponsored bulletin board was discussed and David Rye was appointed to chair a committee to determine cost, member interest, benefits, features, operation and control methods, etc. It was requested that his committee provide a report to the next Board meeting.

There was some discussion about establishing a project to review the club disk library for the purpose of providing explanatory notes and identifying programs that need corrections. It was suggested that the chapters discuss how this extensive project would best be accomplished and report to the Board in April.

The last order of business was the allocation of tickets to attend the Jim Butterfield workshop sessions. It was decided that each chapter would be given a percentage of tickets based on the percent of club members in the chapter. Bill Raecke will be in charge of ticket allocations. Any tickets not used by a chapter will become available to the club membership at the April quarterly meeting.



Don't forget the Jim Butterfield Weekend Workshop on May 11 and 12. Tickets are being sold now by the chapter officers for the three hands-on training sessions as well as the general meeting Saturday evening which is open to all.

EDUCATION UPDATE

GARRY WORDELMAN

Please respond. Don't forget to send in your survey forms from last month's newsletter. This is the best way to record and use your input for future course planning. Only about 30 survey forms have been received so far. This represents less than 10%.

The February/March course for New Computer Users began with great interest and ended with a faithful few. Of the 21 originally registered, 11 attended the first session and only 3 made it to the last one. The response to the April Beginning BASIC Class (see the March Newsletter) has been slow. I will continue to hold the class open until the first weekend of April in order to get enough response to start the class by the 11th or 15th of April. The \$5.00 fee will be collected at the first class session. The text will be "Einstein's Computer Guides" by Jeff Einstein, published by Harcourt, Brace & Jovanovich.

NEW LIBRARY DISKS



TPUG

JANUARY 1985

```

0 "tpug-jan-85.c" prg
0 "-----" prg
0 "tpug" prg
0 "january 1985" prg
0 "commodore 64" prg
0 "monthly disk" prg
0 "-----" prg
0 "prepared by" prg
0 "david bradley" prg
0 "-----" prg
0 "if you have a" prg
0 "printer load &" prg
0 "run" prg
0 "doc printer.c" prg
0 "-----" prg
0 "if you don't" prg
0 "then load and" prg
0 "run" prg
0 "doc viewer.c" prg
0 "-----" prg
2 "doc viewer.c" prg
58 "jan doc 40.d" seq
3 "doc printer.c" prg
65 "jan doc 80.d" seq
0 "-----" prg
0 "utilities" prg
0 "-----" prg
8 "screen 40.3.c" prg
5 "screen 40.3.mld" prg
65 "screen 40.3.pal" prg
1 "40.3 sample.c" prg
6 "code doc.c" prg
7 "code wizard.c" prg
47 "manager doc.c" prg
32 "manager 64.c" prg
0 "-----" prg
0 "misc" prg
0 "-----" prg
4 "joystick test.c" prg
7 "dancing mouse.c" prg
11 "drink & drive.c" prg
0 "-----" prg
0 "games" prg
0 "-----" prg
22 "grungy towers2.c" prg
33 "alien city.c" prg
33 "run riki run.c" prg
41 "stock market.c" prg
0 "-----" prg
0 "education" prg
0 "-----" prg
72 "alphadot.c" prg
25 "mult quiz.c" prg
0 "-----" prg

```

```

0 "terminal prog" prg
0 "-----" prg
8 "terminal.c1 v2.c" prg
8 "term.c1 v2" prg
0 "-----" prg
0 "music" prg
0 "-----" prg
3 "thunder loader.c" prg
38 "the thunder" prg
3 "minute loader.c" prg
34 "minute waltz" prg
2 "those loader.c" prg
21 "those were the" prg
0 "-----" prg
0 "good luck..." prg
0 "-----" prg

```



TPUG

FEBRUARY 1985

```

0 "tpug-feb-85.c" prg
9 "menu.c" prg
1 "menu1" prg
1 "menufile" seq
99 "docfile" seq
3 "doc printer.c" prg
111 "feb doc 80.d" seq
3 "taxboot.c" prg
22 "ins" prg
121 "taxcalc84" prg
30 "tax84ont 1.2.c" prg
21 "music machine.c" prg
1 "mmmc" seq
19 "mash theme.d" prg
26 "satisfaction.d" prg
22 "paperboy.c" prg
47 "monster panic.c" prg
3 "voice boot.c" prg
8 "voice" prg
18 "voice words" prg
18 "fcopy v2.5.c" prg
1 "colours boot.c" prg
1 "colours.d" prg
5 "variable list.c" prg
3 "auto line num.c" prg
6 "graph plotter.c" prg
16 "disk jacket.c" prg
5 "1541 saver.c" prg
1 "cupid loader.c" prg
7 "cupid's revenge" prg
6 "house painter.c" prg

```



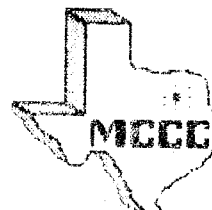
COMMUNIQUE ON DISK

C64 WEST USER GROUP N/L
MARCH 1985

```

0 "cod-march-side-2" prg
4 "boot cod" prg
6 "go" prg
21 "title" prg
1 "<<< programs >>>" seq
1 "<<< basic >>>" seq
12 "doodle loader" prg
5 "nutcracker" prg
69 "ravics term" prg
1 "<< comal 0.14 >>" seq
6 "boot data base" prg
4 "dump.1525.big" prg
31 "simulate playnet" prg
1 "<< comal 2.0 >>" seq
29 "mail'list" prg
5 "joy cursor" prg
1 "<print shop pix>" seq
3 "shell" prg
3 "palm" prg
3 "waves" prg
3 "bunny" prg
3 "clavier" prg
3 "notes" prg
3 "small note" prg
3 "garfield" prg
3 "odie" prg
3 "garf.head" prg
1 "<< data files >>" seq
1 "<< don't load >>" seq
131 "machine lang" prg
2 "load/save.mem" prg
5 "music.dat" seq
3 "player.obj" prg
40 "hrg.cover" seq
27 "data'base'mgr" prg
32 "dbase14" prg
39 "nutcr2" prg
37 "nutcr3" prg
43 "nutcr4" prg
1 "<< doodle pix >>" seq
37 "ddcomal calvin" seq
37 "ddcabbage patch" prg
0 "cod-march-side-1" prg
20 "menu" seq
1 "articles" seq
1 "language" seq
1 "mainmenu" seq
1 "prg'inst" seq
1 "programs" seq
1 "sig'news" seq
1 "standard" seq
6 "advertis" seq
21 "help cod" seq
7 "want'ads" seq
23 "table of content" seq
64 "colin does sf" seq
14 "flash" seq
64 "moving up to 2.0" seq
26 "on balans chair" seq
8 "open letter" seq
16 "party quiz" seq
38 "playnet part 1" seq
50 "playnet part 2" seq
14 "randomthoughts" seq
10 "wild cards" seq
21 "your niche" seq
10 "1541 tips" seq
8 "april preview" seq
3 "commodore ecks" seq
8 "directory one" seq
7 "directory two" seq
4 "other groups" seq
12 "our group" seq
6 "our library" seq
12 "our newsletter" seq
5 "our officers" seq
16 "prez page" seq
18 "to n/l editors" seq
11 "butterfield tape" seq
4 "capt comal visit" seq
16 "comal classes" seq
4 "hooking in" seq
7 "logo & pilot" seq
8 "playnet" seq
3 "user group disks" seq
5 "vic 20 list" seq
32 "data base inst" seq
3 "doodle loader" seq
14 "dump.1525.big" seq
4 "joy cursor" seq
9 "mail list" seq
4 "nutcracker" seq
3 "print shop pix" seq
3 "ravics term" seq
6 "simulate playnet" seq

```



Membership

The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software shall be encouraged by this club.

The MCCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C-64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of MCCC NEWS, the club newsletter, and library copying privileges. Dues are paid on a calendar year basis and new members who join after March 31st of each year pay prorated dues for the months remaining in the year.

Dues may be paid at any chapter or club meeting or by sending them to Bruce Nelson, Treasurer, P.O. Box 1578, Bedford, TX 76021.

MCCC QUARTERLY MEETING

SATURDAY, APRIL 20
1:30 PM
HURST REC. CENTER
700 MARY DRIVE

NOTICE TO ALL MEMBERS

Members are encouraged to bring their computers, hardware, and software to the MCCC Quarterly Meetings. Tables are provided for set-up, but please bring the necessary cables for setting up your equipment. If you have hardware or software that would be of interest to other members PLEASE bring it to show. During the January meeting we saw plotters, light pens, drawing tablets, Broderbund's Print Shop, Epyx' Fast Load cartridge, games and several other items. Browsing through the tables is one of the most enjoyable parts of the club meeting. Join in the fun and bring your favorite hardware or software to the April meeting!

MCCC NEWS

Mid-Cities Commodore Club, Inc.

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